Branch Usage - Windows Platformless/Standalone

Channel Credentials - Self Distribute (aka Stand Alone PC)

Note that you do not need to deploy a standalone build to a PatchKit branch to run it. You can simply run builds locally without any modification required.

Only qateam1 and qateam2 should be deployed to manually during normal operation. The other channels are all used by automated processes. For example, tampering with the release channel could potentially result in the incorrect build being published live when we ship.

Branch Name	Branch Password	Currently In Use By	Date	Purpose
main	???	Users	???	Live build
internal (“release”in patchkit)	mrCmKl9lbC3z	RC Process	N/A	Latest release build
test_squad	j2Kxmq44GDtz	Test Squad	N/A	Latest bvt build for Test Squad
bvt	Pq60OZqjUuSh	BVT process	N/A	Latest bvt build
backup_release	4cE4gXwn8uA5	RC Process	???	Backup RCs
legacylive	kfMg7DDu63			
smoketest	xVA4RuUyn5			
january-integration-smoketest	PD1aY12769Y2			
qateam1	ZTKqf8zy0YYn	QA	06/08	RRUI debug; need until 6/9 EOD
qateam2	YqW22JL8AXvB	QA	11/9	RC RpcCorruptDataRequest fix
art	y1PhqYxhkHL8	Art/Avatars	2/13	Avatar playtest
econ	1k8fQmp59s0R	Econ	10/21	PR testing, needed for just 10/21
experience	O3mcD03CnnAV	Exp	6/30	BVT bug fix
growth	9ZMBl31fqEXY	Kelsey - Maker Pen Intro	6/13	need until EOD
platform	ns9k3gtDr0A5			
social	ftyX6SF795ur			
ugc	aeo9lv1CqNr4			
multiplayer	6pmCh5gs39ZP	Multiplayer team	3/3/2023	